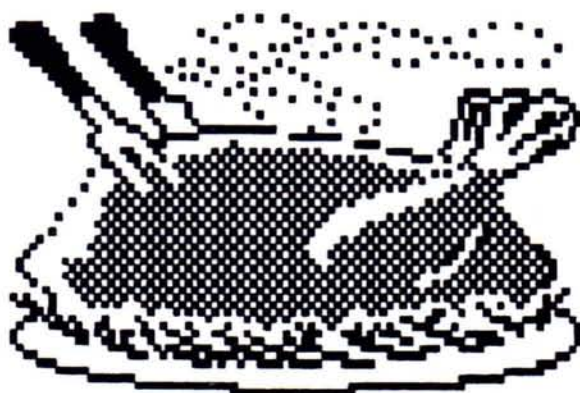


SBA CE

Santa Barbara Atari Computer Enthusiasts

NOVEMBER 1987

VOLUME 6 NUMBER 11

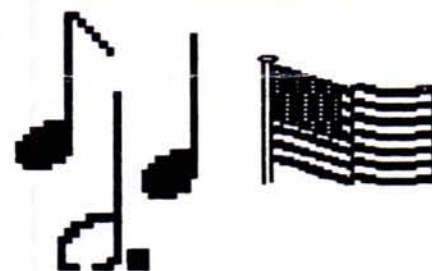


FOOD



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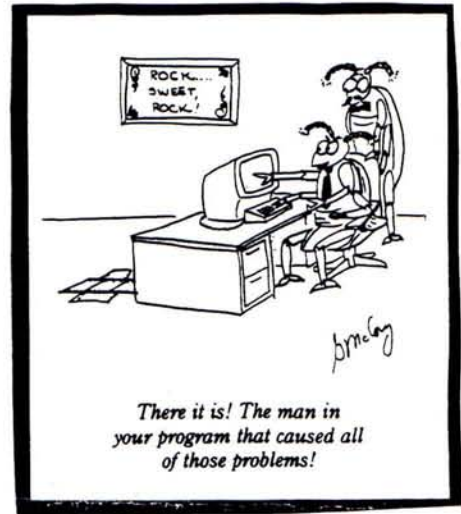
October Minutes SBACE

The October meeting was begun by SBACE president, Conrad Weller, who told club members about the notice regarding SBACE officer elections that appeared in the Santa Barbara News-Press business section. Conrad went on to remind us all that any actions we take to promote and support Atari computers will benefit US as Atari users. Suggestions included making sure Atari magazines are displayed prominently, talking to others about Atari features and advantages, and asking stores to support Atari products. Next up was Fred Olivas, our Digital Librarian, who sedemoof the 8-bit Disk of the Month (featuring "DaisyDot") was cut short by the absence of the required I/O cable. Conrad and Jim Patchell then joined forces to dust the cobwebs off "StarRaiders", from 1979. The consensus of those who've played this original version and the newer ST version is that the new one is too easy; the eight-bit original is more fun! At this time, we took a break to have the (members-only) Drawing of the Month. October's lucky winner was Stewart Kurkee. Stewart opted to wait for the next meeting to claim his prize, as there was a temporary absence of ST software. Congratulations, Stewart! The drawing was followed by demonstrations of some sixteen-bit software on Jim Patchell's new Atari

Mega ST. First was Conrad Weller, presenting the GEM version (v. 2.0) of "STWriter", that he picked up as a public domain disk at the Atari fest in Glendale in September. The next demo was also by Conrad. He led us through the digestive system (with animation and color graphics) with "Biology, Vol. 2", a new Atari Arrakis educational program. There are many other programs in this series, with apparently more to come. According to the packaging, these seem to be targeted at high-school students. This brought out a lot of commentary, not all positive, on current educational standards! One wonders whether the effectiveness of the program might make the information appear to be at an easier level than would a more conventional textbook approach. Jim Patchell then ran through "MusicConstructionSet", put out by Electronic Arts. This was not the "deluxe" version, which hopefully will follow, but supports the ST's three voices, has MIDI output, contains a desk accessory "jukebox", gives several choices of instruments (as well as create your own), and will printout a created score. The meeting was concluded by our newest member, David Fairweather, who ran through some programs that showed off the ST's graphics and sound

capabilities. These included a fun jazz-band routine from Germany, that David got from ST-Xpress. See you at the November meeting!

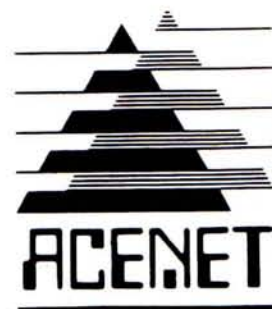
Avery Galbraith,
SBACE Secretary



There it is! The man in
your program that caused all
of those problems!

AUCTION

The next SBACE meeting, Tuesday, November 10th, will be auction night. Just in time for the holidays - bring your hardware and software to the meeting and have it auctioned off. Or, pick up that software program or hardware piece that you can use with your system. Auction money is split 75% for seller and 25% to SBACE.



PROGRAM LANGUAGES

Selecting a Programming Language Made Easy

Computer Languages and Cars

With such a large selection of programming languages it may be difficult to choose one for a particular project. Reading the manuals to evaluate the languages is a time consuming process. On the other hand, most people already have a fairly good idea of how various cars compare. So, in order to assist those trying to choose a language, we have prepared a chart that matches programming languages with comparable automobiles.

Assembler - A formula 1 race car. Very fast, but difficult to drive and expensive to maintain.

FORTRAN II - A model T Ford. Once it was king of the road.

FORTRAN IV - A model A Ford.

FORTRAN 77 - A six-cylinder Ford Fairlane with standard transmission and no seat belts.

COBOL - A delivery van. It's bulky and ugly, but it does the work.

BASIC - A second-hand Rambler with rebuilt engine and patched upholstery. Your dad bought it for you to learn to drive. You'll ditch the car as soon as you can afford a new one.

PL/I - A Cadillac convertible with automatic transmission, a two-tone paint job, white wall tires, chrome exhaust pipes, and fuzzy dice hanging in the windshield.

Q - A black Firebird, the all macho car. Comes with optional seat belts.

ALGOL 60 - An Austin Mini. Boy, what a small car!

Pascal - A Volkswagen beetle. It's small but sturdy. Was once popular with intellectuals.

Modula II - A Volkswagen Rabbit with trailer hitch.

ALGOL 68 - An Aston Martin. An impressive car, but not just anyone can drive it.

LISP - An electric car. It's simple but slow. Seat belts are not available.

PROLOG/LUCID - Prototype concept-cars.

Maple/MACSYMA - All-terrain vehicles.

FORTH - A go-cart.

LOGO - A kiddie's replica of a Rolls Royce. Comes with a real engine and a working horn.

APL - A double-decker bus. It takes rows and columns of passengers to the same place all at the same time. But, it drives only in reverse gear, and is instrumented in Greek.

Ada - An army-green Mercedes-Benz staff car. Power steering, power brakes and automatic transmission are all standard. No other colors or options are available. If it's good enough for the generals, it's good enough for you. Manufacturing delays due to difficulties reading the design specifications are starting to clear up.

(reprinted from Z-magazine, August 7, 1987, by Daniel Salomon & David Rosenbluth, Department of Computer Science, University of Waterloo, Waterloo, Ontario, Canada.)



Early Programmer

SBACE

OPTICAL ILLUSION

(New South Wales ACE)

```
10 GRAPHICS 23:POKE 710,10:POKE 709,4:POKE 708,14
20 COLOR 1
30 PLOT 40,80:DRAWTO 52,75:DRAWTO 52,65:DRAWTO 64,60:DRAWTO 64,50:DRAWTO 76,45:D
RAWTO 76,35:DRAWTO 88,30
40 DRAWTO 88,20:POKE 765,1:POSITION 40,40:GOSUB 1000:POSITION 40,80:GOSUB 1000
50 DRAWTO 70,95:DRAWTO 118,75:DRAWTO 118,35:DRAWTO 88,20
60 PLOT 118,45:POSITION 106,50:GOSUB 1000:POSITION 106,60:GOSUB 1000:PLOT 106,60
70 POSITION 94,65:GOSUB 1000:POSITION 94,75:GOSUB 1000:PLOT 94,75
80 POSITION 82,80:GOSUB 1000:POSITION 82,90:GOSUB 1000
90 PLOT 118,45:DRAWTO 88,30:PLOT 106,50:DRAWTO 76,35:PLOT 106,60:DRAWTO 76,45
100 PLOT 94,65:DRAWTO 64,50:PLOT 94,75:DRAWTO 64,60:PLOT 82,80:DRAWTO 52,65
101 PLOT 82,90:DRAWTO 52,75
110 COLOR 2:POKE 765,2:PLOT 89,21:POSITION 89,29:GOSUB 1000:PLOT 89,29:POSITION
117,43:GOSUB 1000
120 PLOT 77,36:POSITION 77,44:GOSUB 1000:PLOT 77,44:POSITION 105,58:GOSUB 1000
130 PLOT 65,51:POSITION 65,59:GOSUB 1000:PLOT 65,59:POSITION 93,73:GOSUB 1000
140 PLOT 53,66:POSITION 53,74:GOSUB 1000:PLOT 53,74:POSITION 81,88:GOSUB 1000
999 GOTO 999
1000 XIO 18,#6,0,0,"S: ":RETURN
```

If you have a modem and don't want to type this BASIC program in - download it from THE WIMP, 967-5264.
It is listed under the Atari 8-bit program files as OPTICAL.ILL.



Happy Thanksgiving!

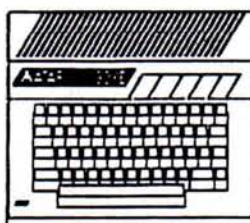
ATARI COMPUTERS

NOV.



HOT NEWS

BY: FRED OLIVAS (SBACE)



1987

I had a major disappointment recently. It seems that **THE EXPANDER**, a ROM based operating system, doesn't work as advertised. The first week after the Atarifest show I opened up my computer and inserted **THE EXPANDER** ROM chip into my 800XL. It didn't work - so I sent it back for another one. They tested it and found out that it somehow got erased. After receiving another "Fully Tested" ROM chip, I once again dismantled my XL and reinserted the chip. At first everything seemed to be functioning smoothly, however; upon asking it to boot my RAMdisk as drive one, it failed. Not only would it not boot a RAMdrive as drive one (advertisement claim), it failed to recognize any RAMdrive. Period. I've since given up on this unit and have asked for my money back. I was really looking forward to having **THE EXPANDER** OS in my 800XL. A major disappointment.

One of the more useful items purchased at Atarifest was **GRAPH-FIX**™ stick on graphics icon labels. You've seen them. Atari 130XE's have them on the keyboard. These little squares stick onto a corresponding key and there you have it. No more fumbling around the keyboard trying to find a certain graphics symbol. Neat.

There is some wonderful news from the **ACCESS KEY** newsletter, Volume 7, No. 9 September 1987. Taken from the **ATARI BITS & PIECES** column by Kim Beattie.

"XLEnt Software is now shipping the upgrade for the **FIRST XLENT ROM PROCESSOR**. Version 2.1 includes the ability to save system configuration and the ability to search and replace the "RETURN" character. To get your upgrade, send the yellow upgrade card, or send the master disk along with \$3.00, or send \$5.00 and the serial number from your master disk to XLEnt Software.

Wow, another 8-bit emulator for the ST? Steve Jones of Mechanicsburg, PA has developed a cartridge based Atari 8-bit emulator for the ST. Like the **MAGIC-SAC**, it requires the OS ROMs of the emulated computer. Using the same idea, work is also progressing on versions that will emulate the Apple II and Commodore 64 computers. The cartridge based 8-bit emulator is not yet finished

but it has been demonstrated before a couple of Atari user groups around the country. The Jones emulator is said to be faster than the other 8-bit emulator written by Darek Mihocka which is published and distributed in the recent issue of ST LOG. *I can't wait to check this one out!* Fred.

And speaking of emulators; the **MAGIC SAC** continues to grow in power and support. The latest version of the SAC (4.5) adds hard drive support. Also coming from Data Pacific, the makers of the **MAGIC SAC** is the **TRANSLATOR** disk drive interface. Containing a small computer of its own, the Z80, the **TRANSLATOR** will allow a **MAGIC SAC** equipped ST to run Macintosh software right out of the box! Retail price is \$279.95.

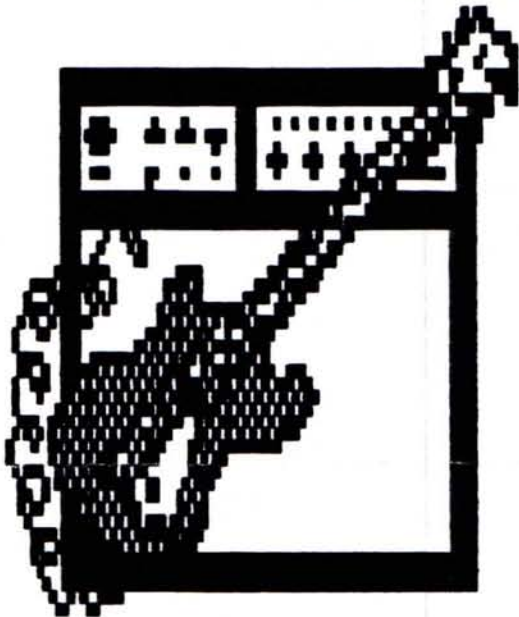
And still another emulator... **PC BITTO**, Avant-Garde Systems, is getting a lot of positive reviews. The list of IBM programs KNOWN to run under **PC BITTO** continues to grow. The basic rule of thumb is "if it runs on a PC-XT, **PC BITTO** can run it." Games and other entertainment types of software are about the only programs that don't do so well with **PC BITTO**. On the other hand, the intent of **PC BITTO** was to run "serious" software and according to reports, it does that very well. (Not to say that all games do poorly with **PC BITTO**, there are a number that do very well.) *Thanks for the latest scoops Kim. Fred.*

Without fanfare, announcements or any type of press release, Electronic Arts has finally released **WHEEL WARRIOR** for the Atari ST. It seems that our collective letter writing campaign finally paid off. And speaking of letter writing; Springboard Software is actually going to release **THE NEWSROOM**. PLEASE remember that letter writing is only half the battle to getting great software. The other half is going out and actually PURCHASING it! Software developers will support Atari computers if Atari users support them. Like my dear sweet mother used to say; "Remember Fred, it takes two to tango."

Until next month, this is your ever searching reporter signing off. Bye.

SBACE PUBLIC DOMAIN SOFTWARE BRINGS YOU

THE SBACE YAMAHA TX816 VOICE EDITOR/LIBRARIAN



by our own Jim Patchell

This is a full featured voice editor for the most popular FM synthesizer on the market; for the best MIDI computer in the world: the Atari ST. This editor is a full featured GEM based editor. It also allows you to take voices from other voice bank files and combine them in any order for a new bank of voices. Excellent for getting your DX ready for that performance. And better yet, this editor is inexpensive public domain software costing only \$5 for SBACE members; \$10 for others. Send check or money order made out to SBACE and mail to:

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P.O. Box 3678
Santa Barbara, CA 93130



"Mr. Hoffmayer, the computer's getting sarcastic again."



"We can afford to lose you, Preston, but Miss Farleigh is the only one who understands the word processor."

SBACE

Mega ST from Atari

by

Jim Patchell
SBACE

Well, as you probably figured, I got a Mega ST. I got the 2 Meg version, mostly because it was the only one they had at ComStar, but I sort of doubt I would have gotten the 4 meg version anyway.

First off, there have been several improvements over the 1040 and the 520, although, I am sure glad some of these are being passed along. The first one is an improved operating system. When you hold down the mouse button on the window controls, like the arrows, the screen will now continue to scroll unlike the old system that required you to keep clicking the mouse.

1. This makes a lot of software work a whole lot smoother.
2. The Mega has the blitter. This makes the screen update up to about twice as fast. Definately noticable. The blitter can be turned off if it affects the operation of any programs.
3. The floppies are formatted so that they read and write faster now. This is a big help. Also, when put into an older machine they work faster in that one also.
4. The keyboard is marginally better. It has a much nicer feel than the old 520/1040 keyboard, but, I still do not think it is as

nice as some of the IBM keyboards, but is as good or better than the keyboard found on most of the IBM clones.

The disadvantage of the Mega is mostly the price. A mono system will run you about \$1500 at present, about \$500 more than a 1040, but I do not feel that the mega is \$500 more machine. Personally, I think this computer should only be about \$150-\$200 more than a 1040. Prices may come down as more of them get out there in the marketplace. Compatability is another factor. So far, every thing I have run on it has worked, but most of my programs are what I would classify as being well behaved. Any program that was using anything that was undocumented will have problems I am sure. The only two that gave me any trouble at all were StarRaiders, and then only when I asked it to see the high scores, and Mark Williams C, whose MSH (microshell) causes the time to get goofed up royally. The detachable keyboard is sort of nice and you can put the monitor on top of the computer. Sort of makes the desk space a little nicer. Overall, I am fairly pleased with the Mega, but unless you have some real reason to need the the 2-Meg of ram, or just have to have the Blitter chip, I would recommend the 520 or the 1040 as slightly better value for the amount of machine you get.

SPECIAL ANNOUNCEMENT

8-Bit DOM Librarian Needed

Fred Olivas, our 8-bit librarian, is leaving that job on January 1, 1988. He will become the SBACE 16-bit librarian and produce our ST disks of the month. SBACE needs an 8-bit librarian to replace Fred. The 8-bit librarian's job will be putting together the disk of the month for use by our 8-bit members. We have a vast library of 8-bit programs and these are being added to all the time. If you are interested and would like further details please contact one of the SBACE E-Board members. SBACE needs you now.

ATARI

NEWS

The Physics & Astronomy Department of Michigan State U. is still using 8-bits in their computer labs. The Cyclotron Lab just discovered the ST, and are using several to replace Techtronics Terminals. They are saving big bucks and getting a local CPU too. FERMILAB, the country's largest particle accelerator, is also buying ST's now that the MSU folk have taken the ST's with them on their many trips to FermiLab (from John Nagy)... Have a political interest? Call the California State Assembly BBS and register (916-442-0746). Leave a

message for your assemblyman, join in on conferences... New motto from Atari Canada "Atari, The Choice of Achievers."... Reports for second quarter showed Atari net income climbed to \$13.5 million, compared with \$9.7 million for the same quarter last year. Profits increased 39% on a sales gain of 16%. About 2/3rds of Atari's sales come from foreign countries (Canada, England, France, Germany, etc.). I guess foreigners recognize a good product at a good price... Top Sellers: Flight Simulator II and PrintMaster (Atari October sales). CW

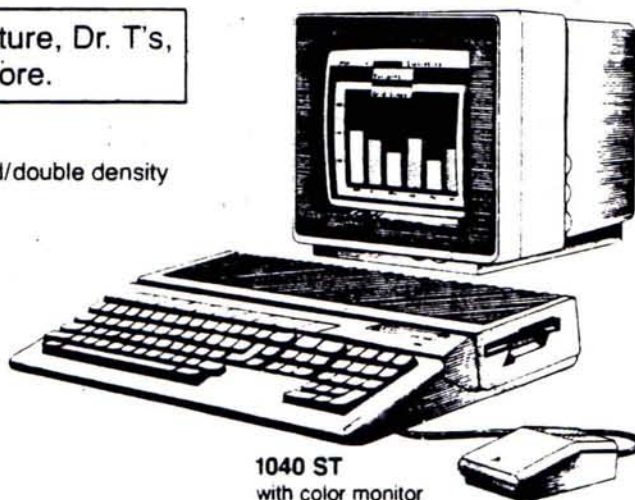
OUTRAGEOUS

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DISK-OF-THE-MONTH

S.B.A.C.E.

NOVEMBER 1987

THE DIGITAL LIBRARIAN...

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THIS MONTH'S FEATURE

DISK NO. 34

GREAT PROGRAMS



AT A LOW PRICE

"WHAT A DEAL!"

SANTA BARBARA ATARI COMPUTER ENTHUSIASTS



DISK STORES

DISK-OF-THE-MONTH

ATARI PRESENTED BY: FRED OLIVAS

SIDE-A

PRINTSHOP ICONS

SIDE-B

WORD FUN

A CHALLENGING GAME FOR THE WHOLE
FAMILY. INVITE THE NEIGHBORS IF
IF YOU'VE GOT THE SPACE!

At the recent Atarifest show in Glendale this Digital Librarian purchased some excellent PrintShop Icons disks. This month I am pleased to present an all new icon disk.

Below and to the left are some icon graphics taken from this month's disk. I think that you will find many new and creative uses for these new icons.

The flip side of this disk has a wonderful group game titled **WORD FUN** by **CHET WALTERS**. This program and associated files are brought to you courtesy of ANTIC Magazine.

The game plays much like Wheel of Fortune as seen on television. At the next SBACE meeting I'll need volunteers for the demo.

One last noteworthy item: I am vacating my position as your 8-bit Digital Librarian as of January 1988. I will be assuming the post of ST Digital Librarian for the coming year. If you share an interest in the 8-bit computers then I urge you to consider filling the vacant 8-bit Digital Librarian post. This position must be approved by the board as it is an appointed position.



QUESTION



WEDDING



OVERTIME



GUITAR



PUSH PIN



VANE



CUPID



CLOWN



MR. COOL



FOOTBALL



JOYSTICK



DINNER

SBACE

P.O. Box 3678
Santa Barbara, CA 93130

The Santa Barbara Atari Computer Enthusiasts (SBACE) is an independent group and not affiliated with any commercial organization. All opinions expressed in this newsletter are those of the individual authors and do not necessarily reflect those of SBACE. Exchange newsletters are always welcomed.

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Vice-President: John Hines	962-5263
Treasurer: Jim Patchell	967-8415
Secretary: Avery Galbraith	967-9423
Digital Librarian: Fred Olivas	684-6813
Magazine Librarian: Dan Crevier	682-4372
Newsletter Editor: Conrad Weiler	962-3555

THE WIMP BBS: Jim Patchell 967-5264
All are welcome to log on!

Address all correspondence and exchanges to:

SBACE
P.O. Box 3678
Santa Barbara, CA
93130

*** Next General Meeting ***

Tuesday - November 10th - 7:30 PM
Glendale Federal - State/Hitchcock
Agenda

- Disks of the Month
- Demo of Yamaha TX816 Voice Editor
- Demo of PrintMaster
- Hardware/Software Auction

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